App. No.: 09/653,286
Amendment

AMENDMENTS TO THE CLAIMS

Claims 1-29 (Canceled).

30. (Currently amended): A recording medium storing a program method for use in an entertainment system, the program for causing the entertainment system to perform comprising the steps of:

receiving a manual control request from a manual controller to control a first character to approach a second character;

receiving a command from the manual controller to obtain information from the second character;

displaying a message in a message frame on a display in response to the command;

including in the message at least one of a name of a person, a name of a place, and a name of a monster;

if the name of a person is included in the message, displaying the name of the person in a first color if the first character has already met the person, and displaying the name of the person in a second color if the first character has not already met the person;

if the name of a place is included in the message, displaying the name of the place in a third color if the first character has already visited the place, and displaying the name of the place in a fourth color if the first character has not already visited the place; and

if the name of a monster is included in the message, displaying the name of the monster in a fifth color if the first character has already been in battle with the monster, and displaying the name of the monster in a sixth color if the first character has not already been in battle with the monster.

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    31. (Previously presented): An entertainment system comprising:

        an entertainment apparatus for executing various programs;

        at least one manual controller for inputting information to said entertainment apparatus;

        a display for displaying an image outputted from said entertainment apparatus;

        means for receiving a manual control request from the manual controller to control a first character to approach a second character;

        means for receiving a command from the manual controller to obtain information from the second character;

        means for displaying a message in a message frame on the display in response to the command, wherein the message includes at least one of a name of a person, a name of a place, and a name of a monster;

        a person's name unit configured to indicate that the name of the person should be displayed in a first color if the first character has already met the person, and configured to indicate that the name of the person should be displayed in a second color if the first character has not already met the person;

        a place's name unit configured to indicate that the name of the place should be displayed in a third color if the first character has already visited the place, and configured to indicate that the name of the place should be displayed in a fourth color if the first character has not already visited the place; and

        a monster's name unit configured to indicate that the name of the monster should be displayed in a fifth color if the first character has already been in battle with the monster, and configured to indicate that the name of the monster should be

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displayed in a sixth color if the first character has not already been in battle with the monster.

32. (New): A recording medium according to claim 30, wherein message data to be processed in said step of displaying a message comprises a plurality of combinations of a data unit indicating a word to be displayed and a display color code of said word to be displayed, said display color code indicating a display color of said word corresponding to a type of said word.

33. (New): A recording medium according to claim 32, wherein said step of displaying a message comprises a step of determining a type of a word having an undefined color code in said message data and defining said undefined color code based on the determined type.

34. (New): A recording medium according to claim 30, wherein said step of displaying a message comprises a step of determining a display area of said message frame based on a number of characters in said message and display areas of main objects in a scene presently displayed on said display.

35. (New): A recording medium according to claim 30, wherein said step of displaying a message comprises a step of determining whether an event or a condition occurs.

36. (New): A recording medium according to claim 30, wherein said step of displaying a message comprises a step of displaying the message on said display such that a color of a word of a type in said message is dependent on previous manual control requests.

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　　　37. (New): An entertainment system according to claim 31,
wherein message data to be processed by said means for
displaying a message comprises a plurality of combinations of a
data unit indicating a word to be displayed and a display color
code of said word to be displayed, said display color code
indicating a display color of said word corresponding to a type
of said word.

　　　38. (New): An entertainment system according to claim 37,
wherein said means for displaying a message comprises display
color code setting means for determining a type of a word having
an undefined color code in said message data and defining said
undefined color code based on the determined type.

　　　39. (New): An entertainment system according to claim 31,
wherein said means for displaying a message comprises message
frame determining means for determining a display area of said
message frame based on a number of characters in said message
and display areas of main objects in a scene presently displayed
on said display.

　　　40. (New): An entertainment system according to claim 31,
wherein said means for displaying a message is configured to
determine if an event or a condition occurs.

　　　41. (New): An entertainment system according to claim 31,
wherein said means for displaying a message includes means for
displaying the message on said display such that a color of a
word of a type in said message is dependent on previous manual
control requests.

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